Desain Media Pembelajaran menggunakan Permainan *Fun Frame in Physics*pada Pokok Bahasan Lensa Cekungmelalui Model Turnamen

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Agar siswa dapat memahami materi pembelajaran, siswa perlu aktif terlibat dalam pembelajaran khususnya pada tahap konsolidasi. Salah satu cara yang dapat ditempuh adalah dengan menggunakan media pembelajaran *Fun Frame in Physics* (*FFP*). Penelitian ini bertujuan untuk membuat desain pembelajaran menggunakan media *FFP* dan menyelidiki efektivitas media*FFP* pada pembelajaran lensa cekung.Penelitian ini merupakan penelitian deskriptif. Responden penelitian iniadalah 13 siswa kelas IX SMP. Penelitian dilaksanakan dengan melakukan*pre-test,* KBM materi lensa cekung yang mengintegrasikan turnamen dengan media *FFP*, *post-test*, dan kuesioner. Semua data yang diperoleh dianalisa secara deskriptif kualitatif. Berdasarkan *post-test,*76,92% siswa memperoleh nilai ≥70.Berdasarkan lembar observasi sikap siswa, 86,11% siswa memberikan respon positif terhadap pembelajaran. Berdasarkan lembar observasi KBM, 81,94% siswa memberikan respon positif terhadap KBM.Berdasarkan kuesioner, 89,74% siswa memberikan respon positif terhadap penggunaan media *FFP*dalam pembelajaran. Jadi*Fun Frame in Physics* efektif digunakan dalam pembelajaran untuk membantu siswa memahami materi lensa cekung.

Kata kunci: Media pembelajaran, *Fun Frame in Physics*, turnamen, lensa cekung

In order for the students to fully understand the lesson, they need to be actively involved in the process, especially during the consolidation phase. One of the methods to encourage the students to be actively involved is by using *Fun Frame in Physics (FFP)* learning media. This research aims to make learning design using the *FFP* media and to find out the effectiveness of *FFP* media on the topic of concave lens. This research is a descriptive research. The respondents of the research are 13 junior high school students of grade IX. The research is carried out by conducting *pre-test,* the learning of concave lens by integrating tournament with *FFP* media, *post-test,* and questionnaire. All data gathered were analyzed by descriptive qualitative method. Based on the *post-test* result, 76,92% of the students got a score of 70 or higher. Based on the observation sheet of students' activity, 86,11% of the students responded positively to the learning process. Based on the observation sheet of teaching and learning process, 81.94% of students responded positively to the teaching and learning process. Based on quesionnaire, 89,74% of the students responded positively to the use of *FFP* media in the learning process. Based on all of the data gathered, *Fun Frame in Physics* is proved to effective to be used in the learning process to help the students understand the concave lens topic.

Key words: Learning media, *Fun Frame in Physics,* tournament, concave lens

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